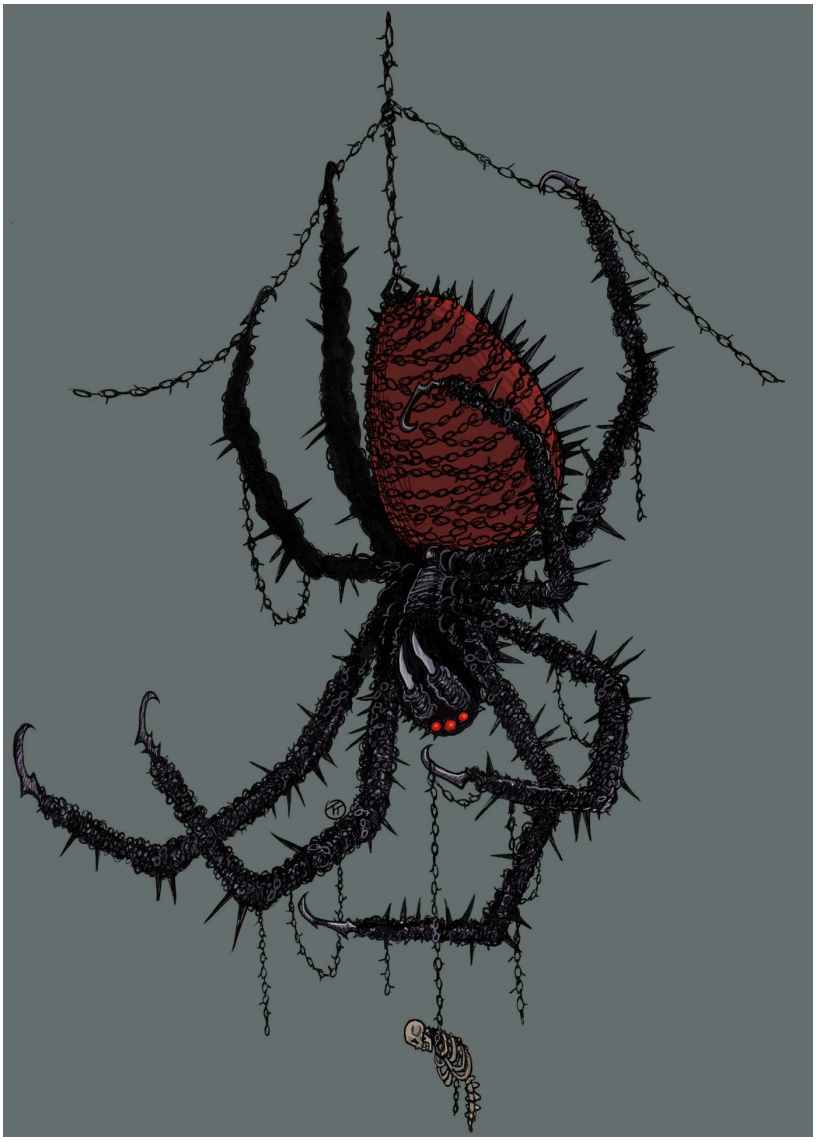

HELLCHAIN WEAVER

Chained Fiendish Terrors

Habitat: Planar (Minauros, Nine Hells of Baator); **Treasure:** Relics, Armaments

Hellchain weavers are horrific embodiments of terror, appearing as colossal spiders entirely composed of twisting chains and barbed metal, they prowl the depths of Jangling Hiter in search of prey. The chain devils of hell's third layer are afraid of few things, but rumours of the hellchain weavers power and cruelty give even the devils pause when navigating through their hunting grounds.

They are sadistic hunters who will chase their prey for hours, sometimes days, simply to extend the thrill of the hunt. Weavers will even compete with one another to see who can inflict the most grievous wounds on mutual prey before

simultaneously closing in for the kill. When faced with groups of potential prey, they often try to pick them off one at a time to maximize terror inflicted on the others and ensure the odds are in their favor.

Hellchain Weaver

Gargantuan Fiend, Lawful Evil

AC 17 **Initiative** +4 (14)
Hit Points 201 (13d20 + 65)
Speed 50 ft., Climb 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 26	+8	+12	**DEX** 18	+4	+4	**CON** 20	+5	+9
INT 6	-2	-2	**WIS** 16	+3	+7	**CHA** 16	+3	+3

Skills Perception +11, Stealth +8, Survival +7
Vulnerabilities Damage from Magical weapons that are Silvered.
Immunities Cold; Frightened
Resistances Bludgeoning, Fire, Piercing, Slashing
Senses Darkvision 120 ft. (unimpeded by magical Darkness), tremorsense 60 ft., Passive Perception 21
Languages Infernal
Challenge 12 (XP 8,400; PB +4)

Traits

Spider Climb. The weaver can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Magic Resistance. The fiend has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The weaver makes three chain attacks. It may substitute one chain attack with either a use of Screeching Metal or Web of Chains (if available).

Chain. *Melee Attack Roll:* +12 to hit, reach 15 ft. *Hit:* 0 (2d6 + 4) Slashing damage. If the target is a Huge or smaller creature, it has the Grappled condition (escape DC 16) from one of four chains, and it has the Restrained condition until the grapple ends. Attempting to escape the grapple deals 7 (2d6) Slashing to the grappled creature.

Screeching Metal. *Constitution Saving Throw:* DC 16, all creatures within a 30 foot emanation. *Failure*: The target is deafened for 1d4 hours. *Success:* The target is immune to

the weaver's Screeching Metal ability for 24-hours. Creatures grappled by the weaver automatically fail their Saving Throw.

Web of Chains (Recharge 5-6). Dexterity Saving Throw: DC 16, one creature the weaver can see within 90 feet. *Failure:* The target has the Restrained condition until the web of chains is destroyed (AC 15; HP 20; Immunity to Fire, Poison and Psychic damage). A creature restrained in the web of chains takes 7 (2d6) Slashing damage if they take any action other than the Dodge. If the target is Huge or smaller, the devil moves the target up to 60 feet straight toward itself.

Bonus Actions

Tighten Chain. The weaver deals 7 (1d6+4) slashing damage to all creatures Grappled by its chains.

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The Monstrous YouTube Video This Came From: ***This Forgotten D&D Creature Will Haunt Your Campaign*.**

Created in compliance with the Dungeons & Dragons SRD 5.1

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